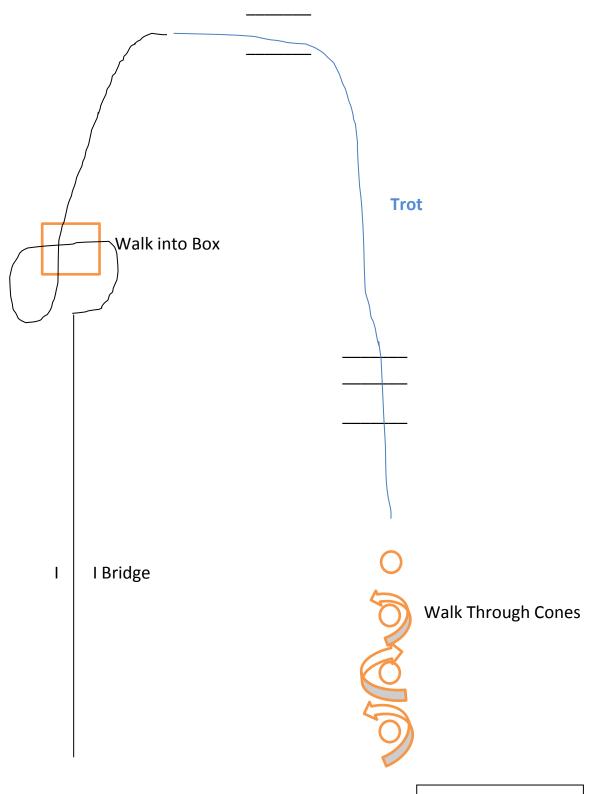
Trot in, stop, back a few steps



I Gate I

Start Here Not a timed event